

What Price Progress: Entry Point



The MP3 class had a challenge to solve! With a fifteen minute timer ticking, they had to find inventive ways of creating some brand new inventions to solve some real life problems! They had access to limited available materials – so they really had to think carefully before they grabbed! Some ideas included - ‘A hat for all seasons’ and ‘A gadget to make eating spaghetti easier’, amongst others.



Try it at home

Give your self a time limit and try to make;

- The perfect school bag that carries everything
- A machine to feed a pet
- A gadget that cheers you up when you're sad
- A machine for practising sports skills
- A machine to stop you falling asleep in class (as if you ever would!)

